Lemmings™

THE COMPLETE LEMMINGS MANUAL

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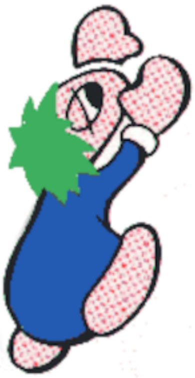
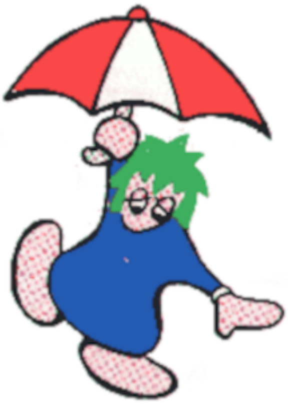
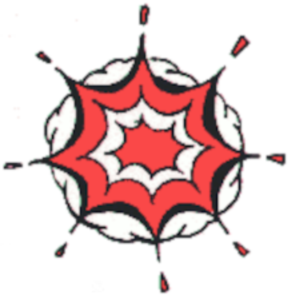
"Look what I can do!"



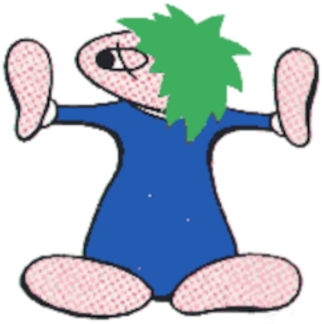
Climb



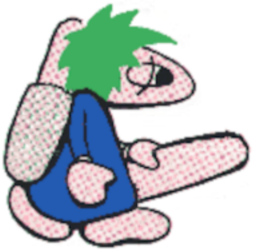
Float



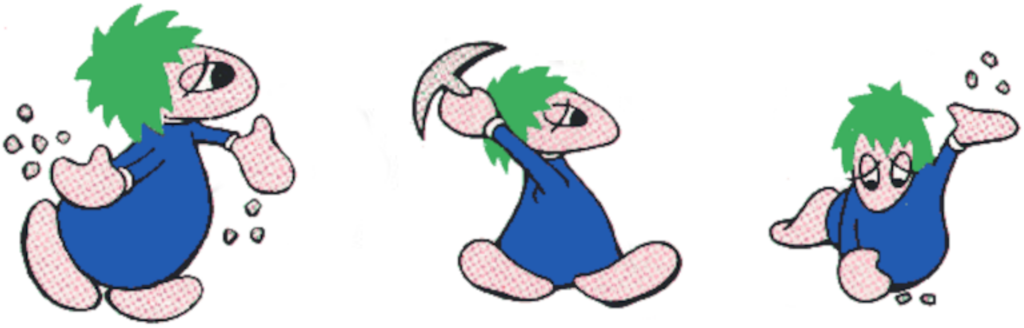
Blow Up Blockers
(hee hee)



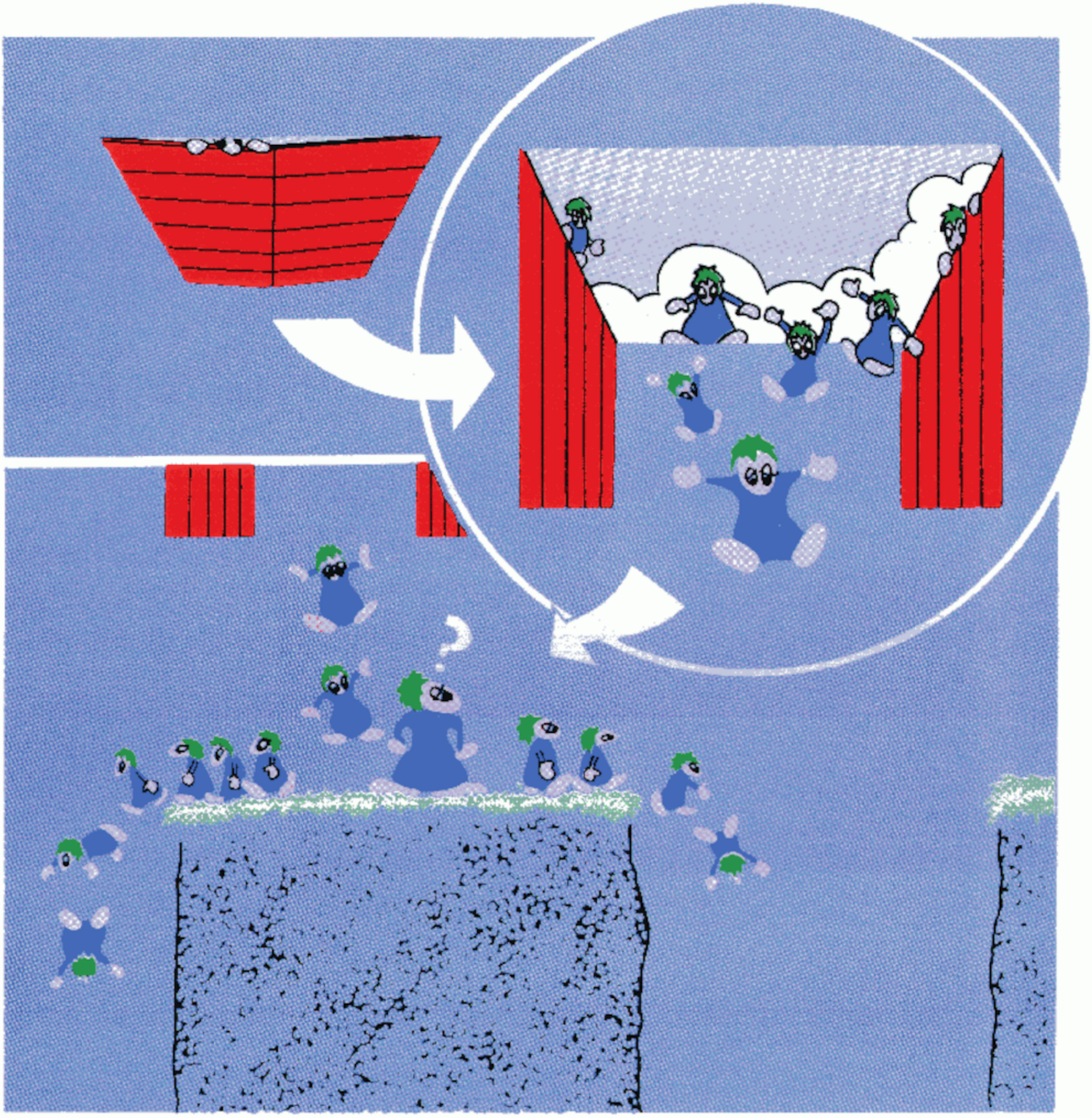
Block



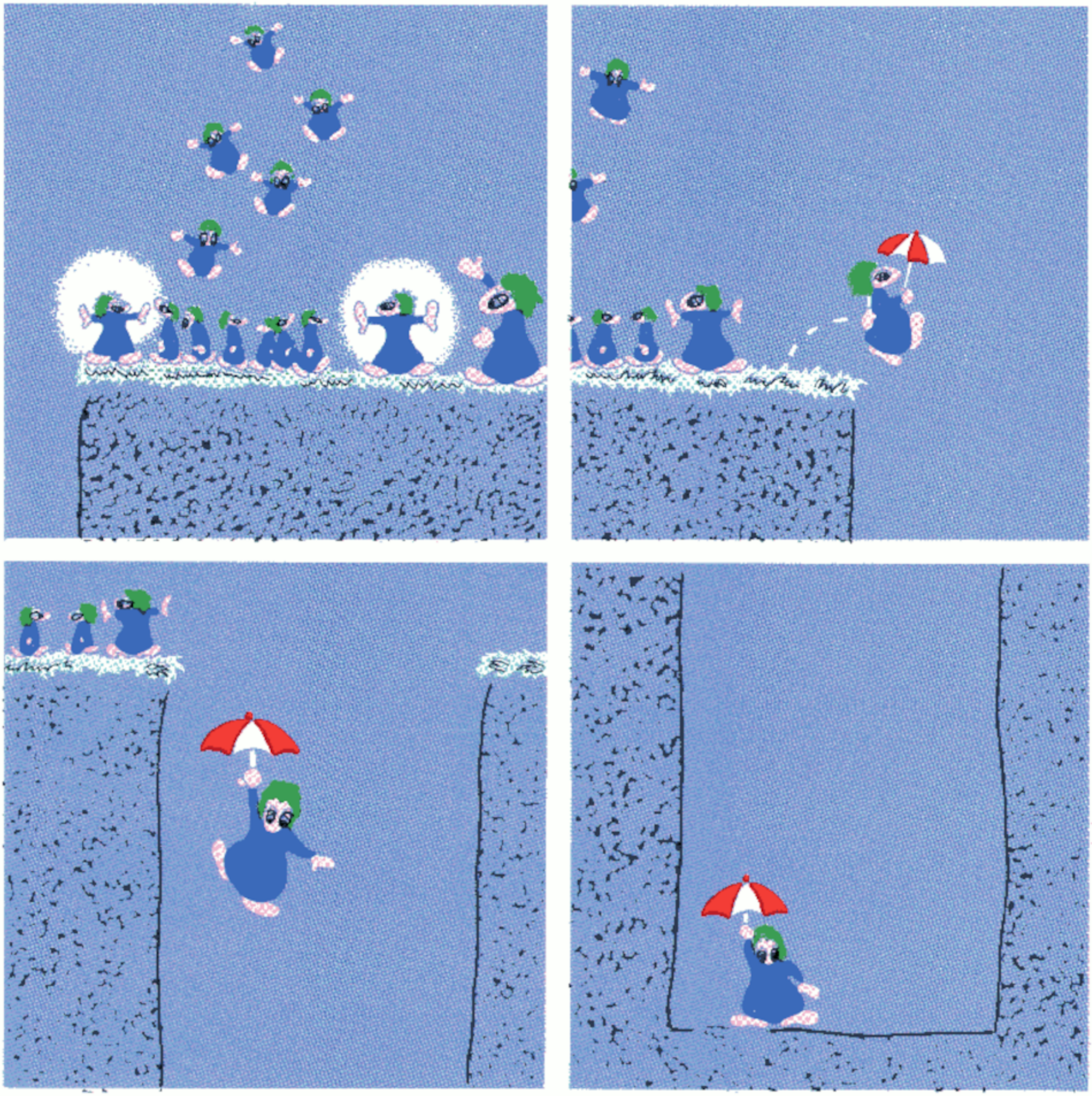
Build Bridges



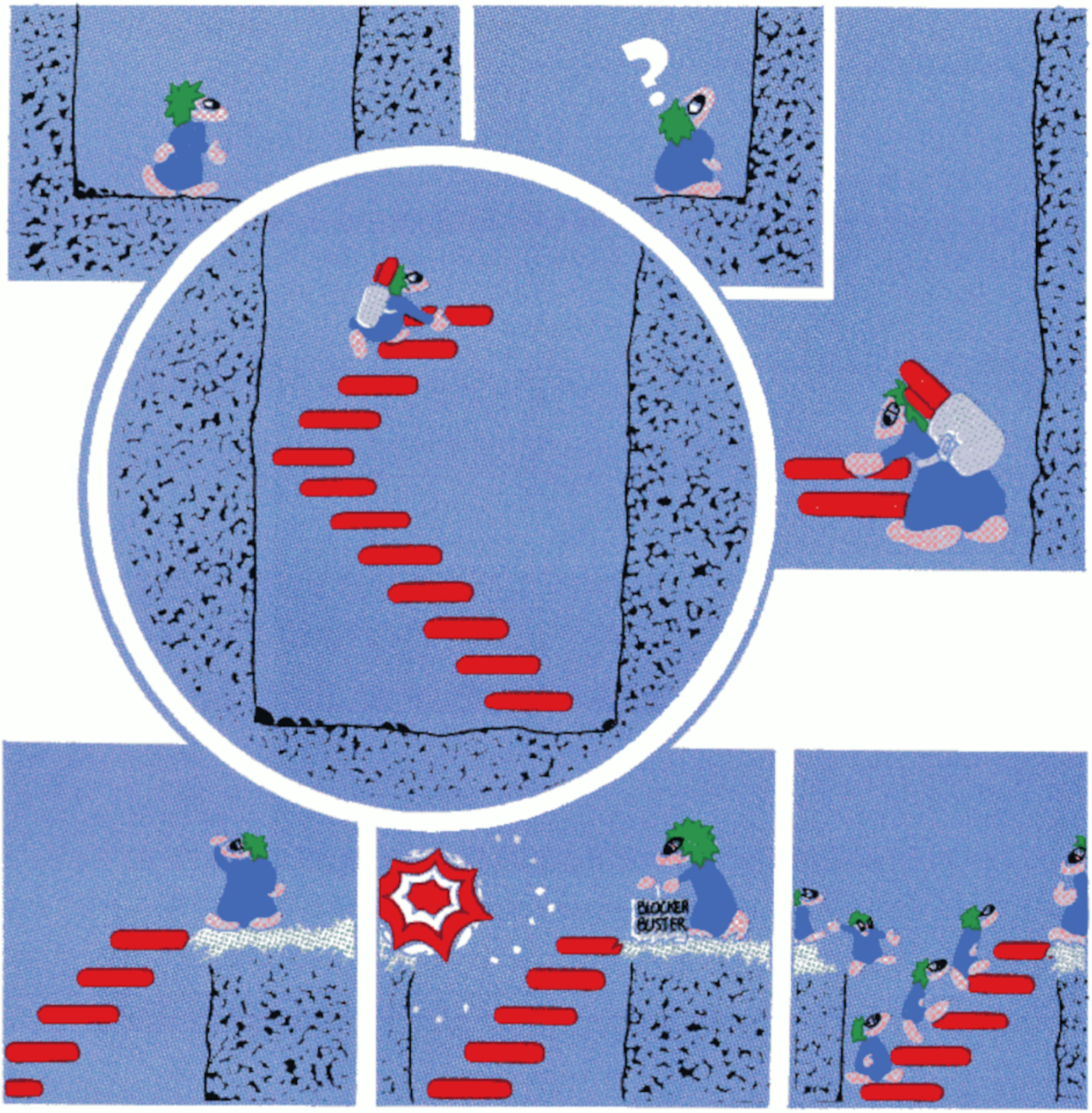
Dig Tunnels – across, diagonally and down



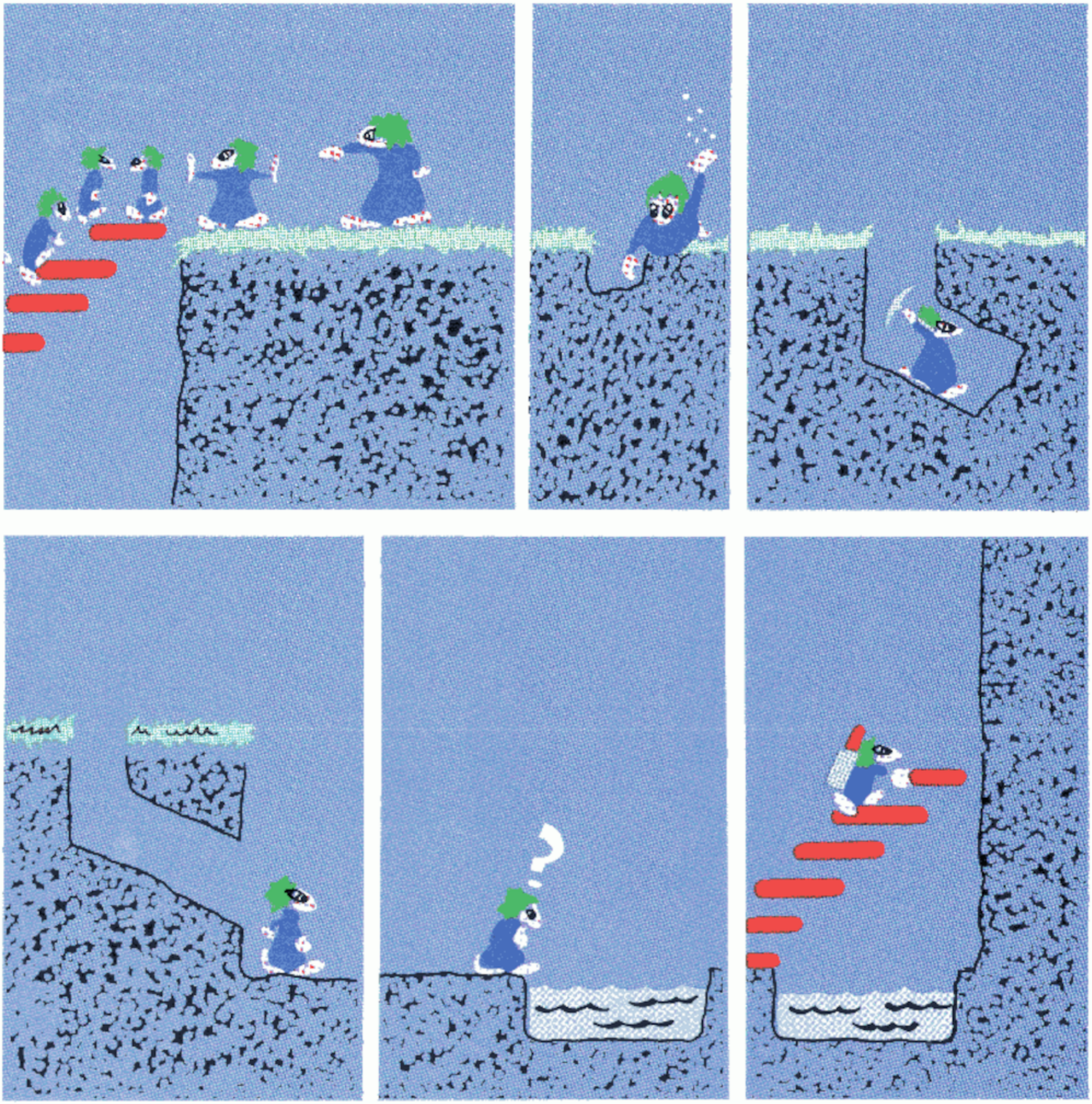
"Uh oh! I'm going to have to work fast if I'm going to save my buddies"



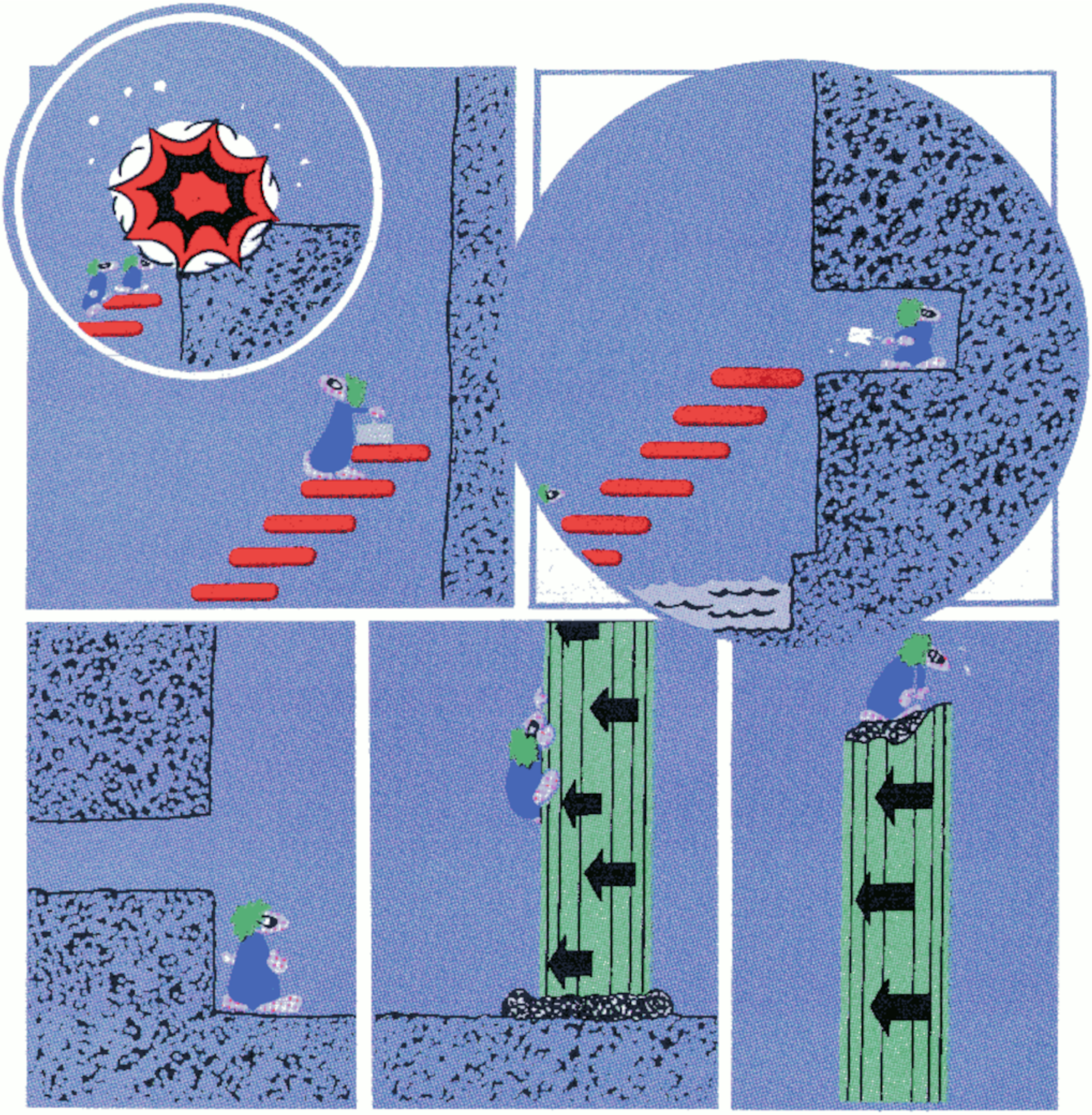
"Two blockers are required to stem the flow of Lemmings going over the edge - Now a quick leap over the side . . . I hope my brolly opens . . . Safe!"



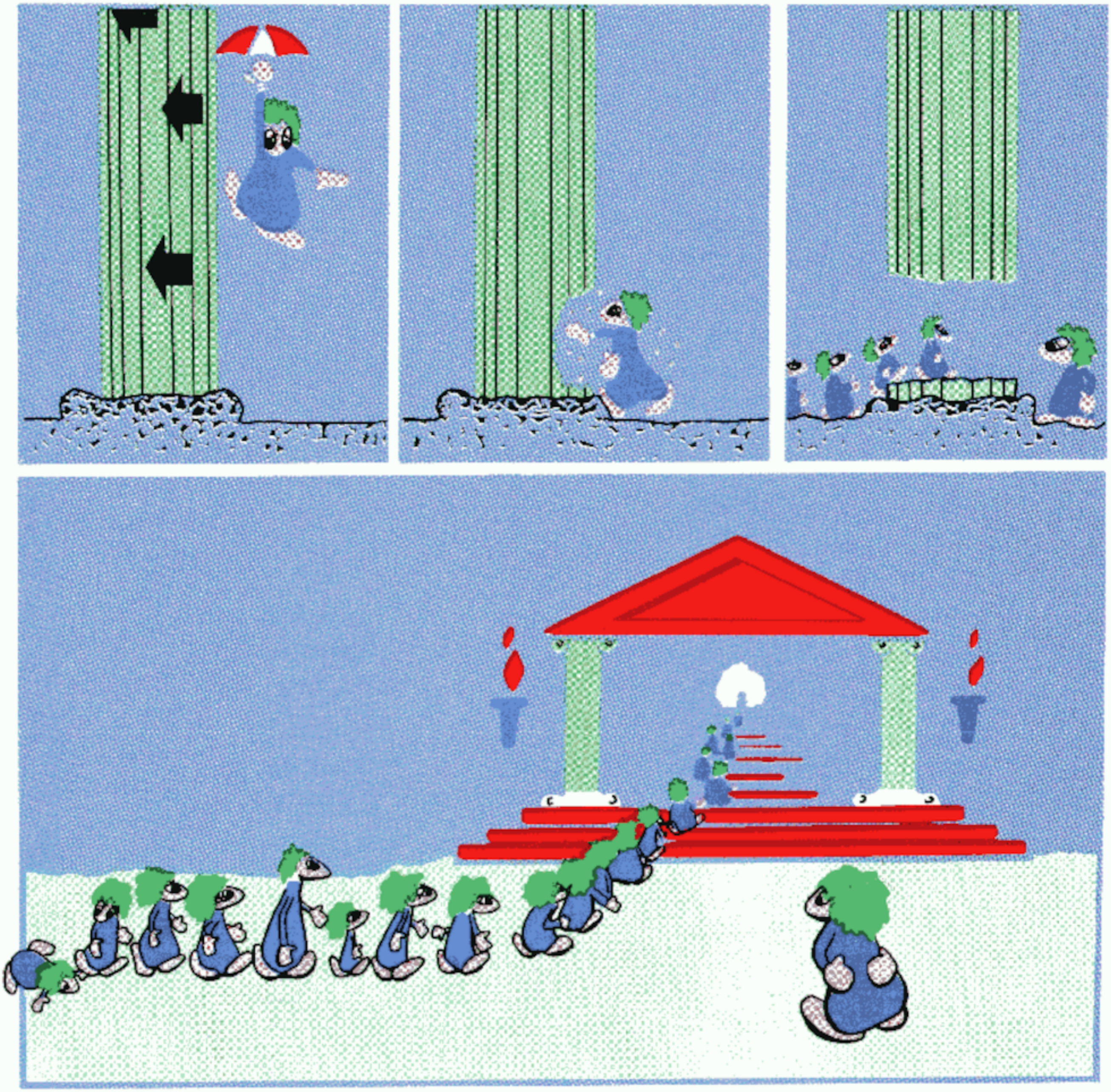
"I could probably climb this cliff but my buddies wouldn't be able to. Time for a spot of bridge building I think. Now to dispense with my blocker and let the rest of my pals through."



"Another Blocker here and it's tunnel time! Oops! Mustn't get my feet wet: Another bridge I think."



“Now if I get rid of my last Blocker all the guys can troop through while I tackle this one-way column - I'm bushed!



“Another safe landing, a quick dig through in the direction of the arrows and its everybody out.”

LOADING INSTRUCTIONS

1	14773
2	37944
3	4284
4	27455
5	50626
6	16966
7	40137
8	6477
9	29648
10	52819
11	19159
12	42330
13	8670
14	31841
15	55012
16	21352
17	44523
18	10863
19	34034
20	374

Loading instructions Disk

- Turn your computer, drive and monitor on.
- Select 64 mode if you're using a Commodore 128.
- Insert Disk 1, Side A into your diskdrive.
- Type LOAD "LEMMINGS*", 8,1 followed by [RETURN]. From now on the program will be loaded automatically, please follow the on-screen instructions.
- The game has a mouse detection, so if you have one plug it in!
- If you have any problems loading, remove any peripherals (such as printer, cartridges, etc.) you have attached, and repeat the procedure above.

Loading Instructions Tape

- Turn your computer and monitor on.
- Select 64 mode if you're using a Commodore 128.
- Insert Tape 1, Side A into your tape player.
- Hold down the (SHIFT) key and press (RUN/STOP).
- When the screen prompts you, press PLAY on the player. From now on the program will be loaded automatically, please follow the on-screen instructions.
- The game has a mouse detection, so if you have one plug it in!
- If you have any problems loading, remove any peripherals (such as printer, cartridges, etc.) you have attached, and repeat the procedure above.

THE INTRO

- Press fire-button to skip the intro.

VIRUS WARNING!

This product is guaranteed by Psygnosis to be virus free. Psygnosis Ltd. accept no responsibility for damage caused to this product through virus infection.

To avoid virus infection always ensure that your machine is switched off for at least 30 seconds before trying to load this game.

If disks have been destroyed by a 'VIRUS' then please return the disk(s) directly to Psygnosis Ltd. and enclose £2.50 to cover replacement costs.

Psygnosis Ltd. will replace, free of charge any disks which have manufacturing or duplication defects. These disks should be returned directly to Psygnosis for immediate replacement.

Lemmings

1	31433
2	54604
3	20944
4	44115
5	10455
6	33626
7	56797
8	23137
9	46308
10	12648
11	35819
12	2159
13	25330
14	46501
15	14841
16	38012
17	4352
18	27523
19	50694
20	17034

The Game

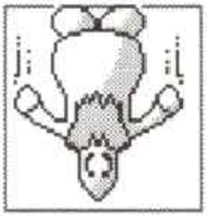
An intriguing game in which you help hordes of mindless but delightful creatures – known as Lemmings – to escape hostile environments in 100 play levels.

Lemmings drop through a trapdoor in each level and, as they are creatures of very little brain, they need all the help they can get to survive the dangers that lie within.

Lemmings are very cute but also very dumb. They will mindlessly walk off cliffs, into water, hazards and traps or they will mill around bumping into walls or other obstacles unless you help them get their act together. You can assist them by giving them certain skills and powers that will help them get through each level of the game. Once you have assigned skills (shown as icons on the bottom of the screen in each level) to certain Lemmings they can use those skills to help them and their fellow Lemmings cope with the dangers that surround them. Each level of the game is an increasingly difficult environment that the Lemmings must navigate. At each level you have a different number of skills available for assignment; you have different times available for mastering that level and you have varying numbers of Lemmings that you must save to complete that particular level.

A quick brain, the ability to plan ahead and lifetime's dedication to the Save A Lemming Campaign are required to get the right Lemming to perform the right action at the right time. A forgotten Blocker, a rogue Miner or a misplaced bridge could spell disaster for every Lemming on screen.

Before Play Commences



Load **Lemmings,** as per the instructions on page 9, until you see the Main Menu screen.

Place the reference card above your keyboard.

Lemmings is organised into four increasingly difficult game categories: FUN, TRICKY, TAXING and MAYHEM. The FUN category consists of around 25 levels and is designed to familiarize you with the game concept and how to work with Lemmings skill attributes. You don't have to start with this category. You can go directly to any of the higher skill categories but we suggest that you begin with at least a few of the levels in the FUN category to get the feel of the game before proceeding to the more difficult categories. TRICKY, TAXING and MAYHEM increase in difficulty, with the MAYHEM level being the most difficult. Each of the game categories has around 25 levels.

1	48093
2	14433
3	37604
4	3944
5	27115
6	50286
7	16626
8	39797
9	6137
10	29308
11	52479
12	18819
13	41990
14	8330
15	31501
16	54672
17	21012
18	44183
19	10523
20	33694

PASSWORDS

After you complete each level you are shown a password on screen. Make a note of it, as you will be able to go directly to that level when you play **Lemmings** again and don't wish to re-play a level you have already mastered.

THE MENU

- Press "1" to start the game.
- Press "2" to see the intro again.
- Press "3" to insert the Passwords.
- Press "4" to swap between MUSIC and SOUND EFFECTS.
- Use the Cursor Up and Down keys for difficulty selection.

Game Controls

1	7922
2	31093
3	54264
4	20604
5	43775
6	10115
7	33286
8	56457
9	22797
10	45968
11	12308
12	35479
13	1819
14	24990
15	48161
16	14501
17	37672
18	4012
19	27183
20	50354

Mouse

Use the number keys to highlight it then – if required – point and click on selected Lemming.

Pushing your mouse left or right to the screen edge scrolls the play area.

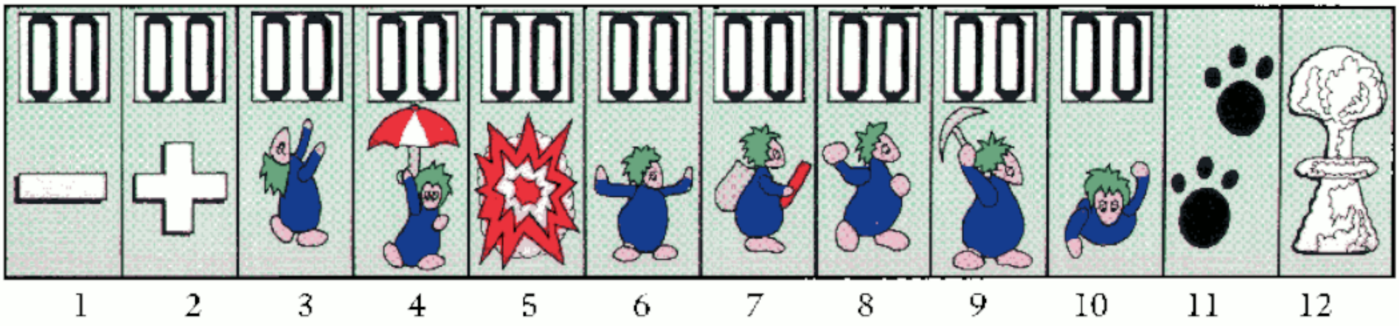
Each level displays an access password when completed.

INGAME

- This is a one player game controlled by joystick or mouse plugged into port 2 of your Commodore 64.
- Press "1" to use the **Climber.**
- Press "2" to use the **Floater.**
- Press "3" to use the **Bomber.**
- Press "4" to use the **Blocker.**
- Press "5" to use the **Bridge Builder.**
- Press "6" to use the **Basher.**
- Press "7" to use the **Miner.**
- Press "8" to use the **Digger.**
- Press "-" to decrease the flow of Lemmings onto the level.
- Press "+" to increase the flow of Lemmings onto the level.
- Press (DELETE) twice rapidly to nuke the Lemmings.
- Press (SHIFT-LOCK) to pause the game.

INTERLEVELS

- Press fire-button to continue.
- Press (RUN/STOP) to go back to the menu.



Icons (from left to right):

1 *Decrease flow of Lemmings on to the level

2 *Increase flow of Lemmings on to the level

The following are the skills you can give to Lemmings

3 Climber – climbs vertical surfaces

4 Floater – A brolly (umbrella) opens to ensure a safe descent

5 Bomb to dispatch single Lemmings (one way to get rid of Blockers)

6 Blocker – stands with arms outstretched to block the passage of fellow Lemmings

7 Bridge Builder – builds bridges, each builder has only twelve building bricks. When a Builder has laid his twelfth brick he turns to look at you for an instant
. . . if you click on him again he will lay another twelve bricks (if you have any Builders remaining) and so on until you run out of Builders. If you don't click on him after he lays his twelfth brick he becomes a Walker again.

8 Basher – digs horizontally, will only dig when a suitable surface is directly ahead of him

9 Miner – uses a pick to dig diagonally down

10 Digger – burrows vertically

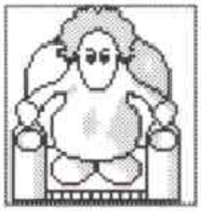
11 *Pause – gives you time to think

12 Nuke 'Em destroys all Lemmings – should you find yourself in a 'no-win' situation (double click to activate)

Each skill may only be used a limited number of times (shown above each icon).

1	24582
2	47753
3	14093
4	37264
5	3604
6	26675
7	49946
8	16286
9	39457
10	5797
11	28968
12	52139
13	18479
14	41650
15	7990
16	31161
17	54332
18	20672
19	43843
20	10183

Directly above the icon panel are (left to right):



Lemming identifier, plus the number of Lemmings currently under the cursor

Number of Lemmings currently occupying the level

% of rescued Lemmings

Time remaining to complete level

1	41242
2	7582
3	30753
4	53924
5	20264
6	43435
7	9775
8	32946
9	56117
10	22457
11	45628
12	11968
13	35139
14	1479
15	24650
16	47821
17	14161
18	37332
19	3672
20	26843

Some Points to Note

Metal (shown as square plates and usually used to contain liquids) can not be dug through or exploded away.

Builders stop constructing bridges:
(i) When they run out of bricks

(ii) If the bridge hits a solid object

(iii) If the Lemming hits his head while building

Miners and Diggers keep digging until they dig through an earth layer, after which they fall through the bottom of the earth layer.

Bashers keep digging until there is no more material in front of them to dig.

A Lemming designated as a Climber or Floater retains these skills until the current level is ended or until he dies. A Lemming given both these skills is referred to as an Athlete.

All other skill icons take effect as soon as you click on a Lemming – make sure that there is something to dig in front of a Basher or he will give up right away and you will have wasted a skill.

1	1071
2	24242
3	47413
4	13753
5	36924
6	3264
7	26435
8	49606
9	15946
10	39117
11	5457
12	28628
13	51799
14	18139
15	41310
16	7650
17	30821
18	53992
19	20332
20	43503

1	17731
2	40902
3	7242
4	30413
5	53584
6	19924
7	43095
8	9435
9	32606
10	55777
11	22117
12	45288
13	11628
14	34799
15	1139
16	24310
17	47481
18	13821
19	36992
20	3332

Credits

Lemmings by DMA Design
C64 Version by E&E SOFTWARE

Programmed by Thomas Mittelmeyer
Graphics by Leon van Rooy
Audio by Jeroen Tel/MANIACS OF NOISE
Intro Graphics by Alain Jansen

Produced by Greg Duddle
Project Management by Remi Ebus
Testing by Jeff Culshaw

Further thanks must go out to the following people: Tim van Klooster, Niels Brouwers, Maarten Veltman, John F. White, Steve Riding, Steve Shields, James Price, Marc Hermans, Peter Verhaegh, Mark Blewitt, Jasper Mittelmeier, Ernstjan Hölscher, Peter J. Wesdijk, Marco Reparon and Nika J. Eijk.

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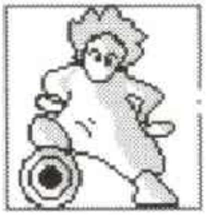
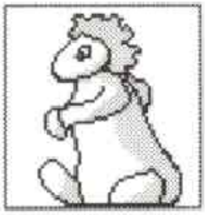
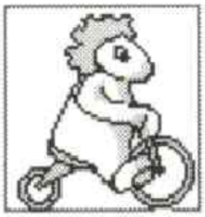


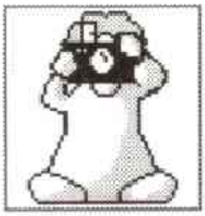
1	34391
2	731
3	23902
4	47073
5	13413
6	36584
7	2924
8	26095
9	49266
10	15606
11	38777
12	5117
13	28288
14	51459
15	17799
16	40970
17	7310
18	30481
19	53652
20	19992



1	51051
2	17391
3	40562
4	6902
5	30073
6	53244
7	19584
8	42755
9	9095
10	32266
11	55437
12	21777
13	44948
14	11288
15	34459
16	799
17	23970
18	47141
19	13481
20	36652



1	10880
2	34051
3	391
4	23562
5	46733
6	13073
7	36244
8	2584
9	25755
10	48926
11	15266
12	38437
13	4777
14	27948
15	51119
16	17459
17	40630
18	6970
19	30141
20	53312



1	27540
2	50711
3	17051
4	40222
5	6562
6	29733
7	52904
8	19244
9	42415
10	8755
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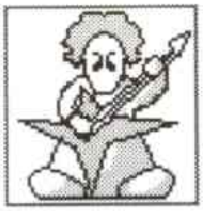
18	23630
19	46801
20	13141



1	44200
2	10540
3	33711
4	51
5	23222
6	46393
7	12733
8	35904
9	2244
10	25415
11	48586
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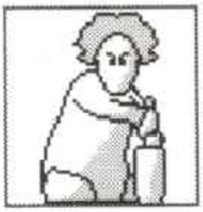
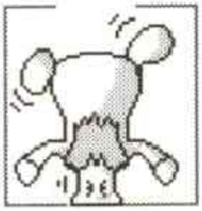
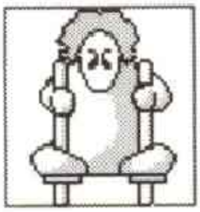
18	40290
19	6630
20	29801



1	4029
2	27200
3	50371
4	16711
5	39882
6	6222
7	29393
8	52564
9	18904
10	42075
11	8415
12	31586
13	54757
14	21097
15	44268
16	10608
17	33779
18	119
19	23290
20	46461



1	20689
2	43860
3	10200
4	33371
5	56542
6	22882
7	46053
8	12393
9	35564
10	1904
11	25075
12	48246
13	14586
14	37757
15	4097
16	27268
17	50439
18	16779
19	39950
20	6290



1	37349
2	3689
3	26860
4	50031
5	16371
6	39542
7	5882
8	29053
9	52224
10	18564
11	41735
12	8075
13	31246
14	54417
15	20757
16	43928
17	10268
18	33439
19	56610
20	22950

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